HYDRA

™

HYDRA

THE GAME

In the future, terrorists rule the skies and the seas. When special top-secret packages, such as mutant virus strains and doomsday devices, absolutely, positively have to get through, there is only one courier worth calling – YOU! –Codename: *HYDRA.*

GETTING STARTED

In Hydra your job is to control your Hydracraft through 31 levels, split into 9 missions, delivering cargo to complete each mission as you go. En route, you must destroy all the rogue craft that try to steal your cargo. The evil Shadow leads the villains' onslaught – should you lose one of your Hydracraft the 'Shadow' will be the first to pick up the cargo as it's catapulted out of your exploding craft. Shooting the Shadow's craft is the only way to recover your cargo.

Each level is a battle, not against time, but against fuel. Fuel is the Hydra's greatest asset, if you run out of gas then you won't be able to deliver your cargo or collect your reward. Top up your fuel supply throughout each level by collecting fuel crystals which lie along your route. Additional fuel is awarded at the start of each level.
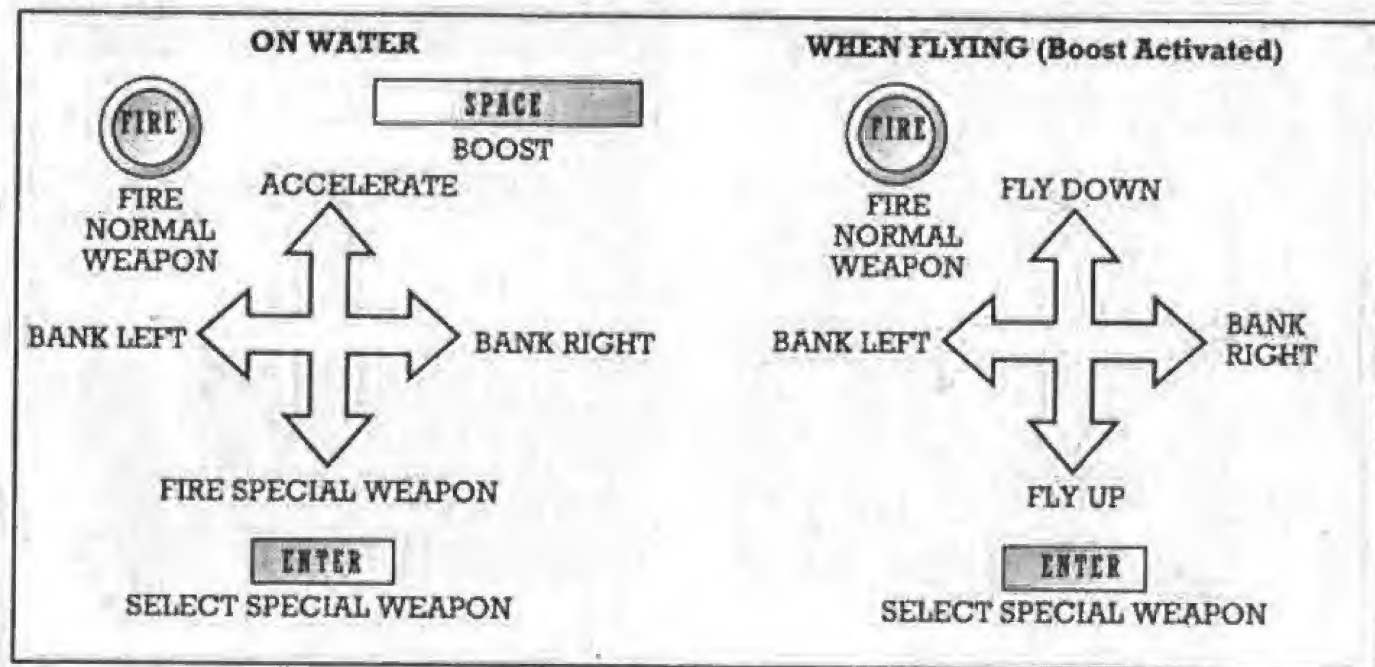
A major feature of the Hydracraft is its ability to 'boost'. The boost feature accelerates your craft to even greater speeds and even to fly for short periods. Use the boost to

race out of danger or to manoeuvre away from attacking helicopters.

At the end of the third level you will enter the Hydradome, a bonus level, where extra cash can be earned by completing the set course.

Once you have completed the Hydradome you can enter Ziggy's Weapon Shoppe. Using your cash bonuses enhance your Hydracraft with additional firepower and shields. The special weapons available to you are:

Homing Missiles:	They find the nearest target and lock onto it.
Anti-Grav:	Similar to the boost feature, the anti-grav allows you to forget the laws of gravity.
Shields:	Allow the Hydracraft to pass through objects unscathed.
Flamethrowers:	Enhanced firepower to torch the enemy.
Uzi:	Rapid cannon fire.
Bombs:	Land in the middle of the water destroying all enemy in the vicinity.
Nuke:	Nuclear bombs annihilate all enemy objects from the screen in one fell swoop.

ON WATER	WHEN FLYING (Boost Activated)
(FIRE) FIRE NORMAL WEAPON	(FIRE) FIRE NORMAL WEAPON
SPACE BOOST	
ACCELERATE	FLY DOWN
BANK LEFT — BANK RIGHT	BANK LEFT — BANK RIGHT
FIRE SPECIAL WEAPON	FLY UP
ENTER SELECT SPECIAL WEAPON	ENTER SELECT SPECIAL WEAPON

Deliver the cargo to the receiving depot at the end of each mission to get more points and cash.

While you're carrying cargo you score twice as many points for killing the enemy.

Some enemy aircraft cannot be killed with your normal cannon fire.

Use your boosts to fly and collect cash balloons in the air.

Collect all the fuel and boost crystals.

Use your special weapons sparingly -- they are limited in number.

MACHINE SPECIFIC CONTROLS

Atari ST & Amiga:

Control – Joystick in Port 1

Pause/Unpause – P
Quit – Escape

COMMODORE 64:

Control – Joystick in Port 2 (rear port)

Pause/Unpause – P
Quit – RUN/STOP

AMSTRAD & SPECTRUM

Control – Joystick or Keys

Up – Q
Down – A
Left – O
Right – P
Fire – N

Pause/Unpause – R
Quit – T/Escape

LOADING INSTRUCTIONS

DISK

Atari ST/Amiga: Reset Machine and insert game disk.

Spectrum +3:   Place disk in drive and use "LOADER" option from
                         startup menu.

Commodore 64/128:   Type LOAD"*",8,1

Amstrad:	Type RUN"DISC

ATTENTION DISK USERS:

Due to the size of Hydra a multi-load system has been incorporated to load additional data at certain points in the game. Please ensure that the game disk is left in the drive at all times during play. Follow on-screen instructions on when to swap disks.

CASSETTE:

Spectrum:	Type LOAD" " and press enter, then start tape.
Commodore 64/128:	Press Shift and the RUN/STOP key.
Amstrad:	Press CTRL and small ENTER key.
	If you have a disk drive attached, first type
	|TAPE. (| is obtained by pressing the shift
	and @ keys simultaneously).

ATTENTION CASSETTE USERS:

Due to the size of Hydra a multi-load system has been incorporated to load additional data at certain points in the game. Please leave the game tape in at all times. Start/stop the tape according to the on-screen instructions.

Programmed by Ice Software.

In the 21st century, you have to fight fire with fire. Nothing is safe from vicious terrorists who rule the skies and the seas.

When an ultra-sensitive top secret package absolutely, positively has to get through, there's only one man for the job – YOU!

Codename: HYDRA

Doomsday Devices, Crown Jewels, Mutant Virus Strains – they all need to be loaded on board your special craft and rushed to their next destination.

Your missions will take you all over the world, and it's not plain sailing!

Using your Hydracraft's supercharged speed and fire power, you must blast your way through enemy jet skis, helicopters, boats, zeppelins and hovercraft.

And to make your life really difficult, a terrorist mercenary – 'The Shadow' – lurks at every corner ready to steal your precious cargo.

Heart-pounding excitement, explosive action and superb sound and graphics – HYDRA delivers!

WEAPON SHOPPE
...TICK TO SELECT
...TO BUY
...SH: $0

	SHIELD		ANTI-GRAV	
00	$15000		$30000	HO
	FUEL		:$35,000	
00	$45000			

- ☐ *A perfect cure for the Summertime Blues!*
- ☐ *Based on the smash hit coin-op!*
- ☐ *Stunning speed and graphics!*

Programmed by Ice Software
©1991 TENGEN Inc
All rights reserved ™ Atari Games Corp.
Published by Domark Software Ltd
Ferry House, 51-57 Lacy Road, London SW15 1PR
Tel: +44 (0)81-780 2224. Amiga Screenshots.

ICE SOFTWARE

DOMARK